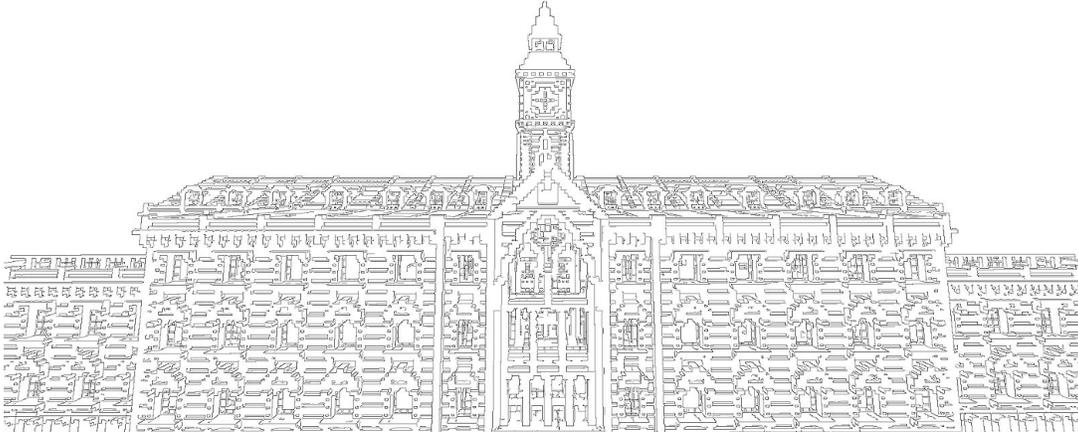




Parliament of  
**Woly Haven**



# House of Representatives

## Hansard

---

**Saturday, 11 August 2018**

---

Session 3, Quarter 3 of 2018

---

**Original report written by:**  
hinwapoon  
**11 August 2018**

## Ninth Parliament

### Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
Grass_Jelly	Prime Minister	FWH
minebuilder1223	Deputy Prime Minister Chief Minister of Gardellia	FWH
hinwapoon	Speaker of the House	FWH
TheLamborghini		FWH
VincentLUMCFan	Minister for Home Affairs	FWH
_ezzo	Minister for Foreign Affairs	FWH
disCackle		FWH
sambrose		CEN
mopistudios		CEN
Tony515		CEN
HurricanePanda08		CEN
MC_Dunc	Leader of the House	DEM
Mystiquely	Minister for Infrastructure	DEM
Starcubed		DEM
autobus22	Leader of the Opposition	HGP
Guyswhosbadatmath		HGP
_sssssSpamuel		HGP

**All other names mentioned in this document are non-party affiliated.**

## Bills tabled

<b>Bill Name</b> Proposer	<b>Bill No</b>	<b>Stage of Consideration</b>	<b>Outcome</b> (Ayes/Noes)
<b>WolvHaven Road Design and Signage Regulations (Part One And Two) Bill</b> minebuilder1223	18301	Second Reading	Passed
<b>Humane Felling Bill</b> yOurs_TrU1y	18302	First Reading	Debate Adjourned

**The SPEAKER (hinwapoon)** took the chair at 14 15, made an acknowledgement of country and read prayers.

---

## 18301

WolvHaven Road Design and Signage Regulations (Part One And Two) Bill

---

**The SPEAKER:** First Bill. WolvHaven Road Design and Signage Regulations (Part One And Two) Bill. a Bill to Put into force part one and part two of the WolvHaven Road Design Regulations in order to ensure that road design across the fifth haven world is standardized and providing a way to enforce these standards on all public roads, for the second time.

**Minebuilder1223:** Mr Speaker, as fifth haven continues to develop and sprawl, there needs to be standardisation for a number of infrastructure features, especially road infrastructure which was never standardized in the current city world. Mr speaker if you were to take a journey from Stalingrad South to Mechanicsburg on the expressways you would drive over 5 different standards of road marking, all completely different. This is why we must establish a single system that all roads can follow early on and enforce that system so that we can iron out any discrepancies. I hope that the whole house agrees on the necessity of this bill and work to turn it into legislation.

**The SPEAKER:** the question is if the house agrees that this bill be passed

**Question put to house and agreed**

## WolvHaven Road Design and Signage Regulations (Part One And Two) Bill

A  
**B I L L**  
TO

Put into force part one and part two of the WolvHaven Road Design Regulations in order to ensure that road design across the Fifth Haven world is standardized and providing a way to enforce these standards on all public roads

**B**e it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

**1. Definitions**

- a. All mentions of the WolvHaven Road Design and Signage Regulations (WHRDSR) refer to this document-  
<https://docs.google.com/document/d/1yO5dyEpg8UmTygk42gJsEXQebzsGVIm4TjylpsFz-WM/edit?usp=drivesdk>

**2. Enactment**

- a. Part one and part two of this bill shall be enacted and be subject to enforcement as detailed in section four of this bill.

**3. Extent of the WHRDSR**

- a. The WHRDSR shall be the sole source of guidance regarding the design of roads within the regions that this act extends to.
- b. All roads built within the regions that this act extends to must comply with the regulations and standards set out within the WHRDSR, failure to comply will result in implications as set out in section 3 of this act.
- c. Any features of road design that are not covered by this act specifically but must be added nonetheless can be done within reason and while still following the premise of the WHRDSR.
- d. Roads that are not designated as public roads and only exist to serve private land are not required to abide by the WHRDSR.

**4. Enforcement**

- a. Any markings built to a design standard that does not comply with the WHRDSR may be rebuilt by any architect or above without prior permission of the builder or staff.
- b. Any roads built to a design standard that does not comply with the WHRDSR may be rebuilt with permission of the original builder and staff.

**5. Extent**

- a. This act extends to Fifth Haven.

**6. Commencement**

- a. All sections will come into force on the day this act is passed.

**7. Short Title**

- a. This act may be cited as the WolvHaven Road Design Regulations (Part One And Two) Act 2018.

---

## 18302

### Humane Felling Bill

---

**The SPEAKER:** Second bill. Humane Felling Bill. a Bill to Implement administrative fines to combat inhumane felling of trees in Pangea. would the proposer deliver the opening speech

**y0urs\_Tr1y:** Many trees in Pangea are being left floating due to incomplete harvesting of wood from the tree. Trees have feelings too, instead of being granted a quick and honourable death, they are left stuck in this world, unable to die, because someone didn't finish the job. This bill aims to prevent this by implementing punitive measures for players who are incompetent with an axe and incentivises players who encounter such eyesores to aid in removing them.

**The PRIME MINISTER:** Thank you Mr. Speaker. I, for one, fully support this bill. At the moment, many trees have been left floating, scarring the landscape around pangea. I could lay blame to a few people in particular but the main culprit has not been seen for well, 23 days. but we all know who he is when I name his greatest construction; that being a tram near Lab Spawn. what we need is competent people in pangea. it's davey. but many people go into pg just for the money and it's time that they cleared up their act. it's scarring the landscape and making big problems for other people. most of the half felled trees can't be reached so i fully agree with the terms set out in this bill. if you do a job, do it right

**\_AngelKevin\_:** Point of order. request the speaker remove the banner on his head as it is deemed inappropriate for parliament

**Minebuilder1223:** Thank you mr speaker. I also fully agree with what this bill seeks to do and believe that it is something genuinely needed in pangea. I would like to inquire to the proposer of the bill though. On if he can ensure to this house the continued sustainability of the success of this bill

**y0urs\_Tr1y:** sustainability would depend on player participation in the bounty programme as laid out. if there is insufficient participation, we could potentially increase the incentive (and the fine). hopefully, this will not need to be sustainable as players will get their shit together. and stop leaving floating trees. but for now, any helper or above will be able to respond to any reports of floating trees and perform block checks to identify the culprit who will then be fined.

**The PRIME MINISTER:** Thank you Mr. Speaker. I would like to ask the bill's proposer. Why isn't the fine higher? I propose that the fine be made a lot higher to further incentivise people who

---

**WolvHaven Minecraft Server:**

Copyright © 2017 WolvHaven Minecraft Server All Rights Reserved.

have knowingly done this to clean up the trees i say make the fine higher times it by 5, 10, whatever. 100 is but a slap on the wrist

**y0urs\_Tru1y:** because it's a very common occurrence, and i didnt want to scare people away from this. we can, of course, negotiate this fine. i don't want to overly fine new players who may not know of this.

**\_sssssSpamuel:** thank you mr speaker. could it be that the first time a player makes this offence they get a \$100 warning fine? then if a again a higher priced fine.

**y0urs\_Tru1y:** also a good idea. So 1st time offender 100 2nd time 1000 bounty increase to 500 can?

**\_sssssSpamuel:** Yes

## Humane Felling Bill

# A BILL TO

Implement administrative fines to combat inhumane felling of trees in pangea.

**B**e it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

### 1. New fines for improper felling of trees

- a. Partially felled trees harvested for wood are left floating due to wood remnants preventing leaf decay (see image).
- b. Any player found to have left tree remnants due to incomplete removal of wood will be fined a WH\$100 administrative fee.



### 2. Cleaning up

- a. Players who report the exact locations (coordinates) of an improperly felled tree, and subsequently remove said tree, shall receive the above administrative fee as an incentive (WH\$100), if the guilty player is identified and fined.
  - i. If the guilty individual is not found, players shall be awarded WH\$25.

### 3. Short title

- a. This act may be cited as the Humane Felling Act, 2018

### 4. Implementation

- a. This act will go into effect immediately after it receives approval from the president.

---

## Questions without Notice

---

**The PRIME MINISTER:** I would like to ask the opposition. Have you, as an individual member of the opposition, heard anything on the economic reform bill. If so, to what extent.

**\_sssssSpamuel:** in response to the pm to my knowledge the bill is still being worked on.

**y0urs\_Tr1y:** I would like to ask where the fuck is everyone?

**\_sssssSpamuel:** in response to y0, on the opposition our party leader is at a funeral, and our other party member number is on holiday

**The PRIME MINISTER:** dunc in the snow dunc's area kena avalanche warning

---

## Motion

**minebuilder1223** To move that this house discusses the increasingly concerning situation regarding the Gardellian alliance stage

**Minebuilder1223:** Yesterday i held an emergency meeting with cabinet members to discuss concerns regarding relations between NEAG and NWGA. Those relations being increasingly strained over the past few days. We do not want to cater to organisations that put themselves on a collision course for drama. Neither do we want to witness another drama on the scale of NWGA a few months ago. during this cabinet meeting, we discussed the possibility of more federal control over the gardellian alliance scene.

**\_sssssSpamuel:** Thank you mr speaker. I agree with the Deputy Prime Minister here. I also believe that there needs to be something done that will ensure that a similar incident such as the NWGA one does not happen again

**y0urs\_Tr1y:** might it interest the house to know that it was my intention to simply add in whatever regulations i saw fit to add, and pass it together with the next phase of the statutes which is expected to include sandbox, survival, and gard. likely within the next 2 months. so i guess we shall see who gets there first. as a side note. drama is always entertaining, we should keep some of it around.

---

**WolvHaven Minecraft Server:**

Copyright © 2017 WolvHaven Minecraft Server All Rights Reserved.

**\_AngelKevin\_:** Thank you Mr. Speaker. As we all know, there are only 9 points on a compass. hence we shall limit the number of alliances in gard to 9 and only 9. as I believe there isn't a need for any more than 9.

**y0urs\_Tr1y:** what about the alliance of 34 degrees clockwise? jokes aside, why limit alliances to regional alliances?

**\_AngelKevin\_:** Thank you. in response to y0urs\_Tr1y. The number is limited so that the government is able to have control over the alliances. what if people created alliances as they liked. \*cough\* wouldn't there be over 100 alliances? and let's be honest gard isn't that big

**y0urs\_Tr1y:** i think there are better ways to manage alliance formations that a hard limit such as with political parties. my initial plans for to require a minimum number of member towns, and a complete constitution. these would require substantial effort to form an alliance, which will cut down on the number of alliances. also, requirement of a constitution of the alliance would allow us to better manage them based on their own rules so that people cannot hijack alliances. \*cough\* as someone here who is jumping is quite fond of doing.

**The PRIME MINISTER:** First of all, dw. That's not allowed to be said. Second of all, what if instead of new bills and whatever, just reform the gardellain alliance. it is dormant but i believe a revival is possible but why do we need alliances in the first place? it's not as if every separate town is its own separate country. They're just towns. You don't see like hong kong and shenzhen forming an alliance and taking pot shots at beijing do you now. I think that all alliances should be outlawed or, in some cases, very heavily restricted but in saying that, I do believe that alliances can also be stable. take NWGA for example had a rocky start. but they seem to be stable now and in fact, their efforts have helped the participating cities grow. so they're not all bad but they're not all that necessary so unless they can show that they can provide their members with benefits, they shouldn't really exist

**\_AngelKevin\_:** To add on, may I propose that one town only can join the maximum of 2 alliance? if there is no limit, gard will be a chaos.

**Tomi\_Crosoft:** As a member of NWGA, there is already a rule in our constitution that Overseers (at the moment composed of minebuilder1223 and SilverWolv) override members. correction: overseers are at the same level as members. Oscar may correct me if speaker approves cause he knows constitution better than me

**The PRIME MINISTER:** Thank you. What NWGA has shown is a model example of self regulation. They have their safeguards and they have their own way of running and I believe

that future alliances, should they exist peacefully and legally, take example from them or the laws regarding alliances take example from them

**Parliament adjourned at 15 13.**